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Communications, 2002. ICC 2002. IEEE International Conference on , 2002

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[\[Abstract\]](#) [\[PDF Full-Text \(274 KB\)\]](#) **CNF****2 Estimation of continuous flat fading MIMO channels***Qinfang Sun; Cox, D.C.; Huang, H.C.; Lozano, A.*

Wireless Communications and Networking Conference, 2002. WCNC2002. 2002 IEEE , Volume: 1 , 2002

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5 An efficient equalization method to minimize delay spread in OFDM/DMT systems

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6 Multiple-antennas and isotropically-random unitary inputs: the received signal density in closed-form

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Takanami, I.; Sato, M.; Yun Ping Yang

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Mullarkey, P.; Gavirneni, S.; Morrice, D.J.

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9 OFDM parameters estimation a time approach

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11 new electrosensitive traffic light using fuzzy neural network

Yon-Sik Hong; Hyunsoo Jin; Chong-Kug Park

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13 Time-driven fluid simulation for high-speed networks

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14 Simulation of average fading duration using deterministic method

Wang Xiao; Dubey, V.K.; Ong, J.T.

Electronics Letters , Volume: 35 Issue: 7 , 1 April 1999

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15 Parallel design of a batch-type time-true ATM-network simulator

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29 One-dependent cycles and passage times in stochastic Petri nets*Haas, P.J.; Shedler, G.S.*

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Recent Statutory Changes to 35 U.S.C. § 102(e)

On November 2, 2002, President Bush signed the 21st Century Department of Justice Appropriations Authorization Act (H.R. 2215) (Pub. L. 107-273, 116 Stat. 1758 (2002)), which further amended 35 U.S.C. § 102(e), as revised by the American Inventors Protection Act of 1999 (AIPA) (Pub. L. 106-113, 113 Stat. 1501 (1999)). The revised provisions in 35 U.S.C. § 102(e) are completely retroactive and effective immediately for all applications being examined or patents being reexamined. Until all of the Office's automated systems are updated to reflect the revised statute, citation to the revised statute in Office actions is provided by this attachment. This attachment also substitutes for any citation of the text of 35 U.S.C. § 102(e), if made, in the attached Office action.

The following is a quotation of the appropriate paragraph of 35 U.S.C. § 102 in view of the AIPA and H.R. 2215 that forms the basis for the rejections under this section made in the attached Office action:

A person shall be entitled to a patent unless –

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

35 U.S.C. § 102(e), as revised by the AIPA and H.R. 2215, applies to all qualifying references, except when the reference is a U.S. patent resulting directly or indirectly from an international application filed before November 29, 2000. For such patents, the prior art date is determined under 35 U.S.C. § 102(e) as it existed prior to the amendment by the AIPA (pre-AIPA 35 U.S.C. § 102(e)).

The following is a quotation of the appropriate paragraph of 35 U.S.C. § 102 prior to the amendment by the AIPA that forms the basis for the rejections under this section made in the attached Office action:

A person shall be entitled to a patent unless –

(e) the invention was described in a patent granted on an application for patent by another filed in the United States before the invention thereof by the applicant for patent, or on an international application by another who has fulfilled the requirements of paragraphs (1), (2), and (4) of section 371(c) of this title before the invention thereof by the applicant for patent.

For more information on revised 35 U.S.C. § 102(e) visit the USPTO website at www.uspto.gov or call the Office of Patent Legal Administration at (703) 305-1622.

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Geoscience and Remote Sensing, IEEE Transactions on , Volume: 40

Issue: 1 , Jan. 2002

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R. B. Bunt , J. N. P. Hume

Proceedings of the 1975 symposium on Simulation of computer systems
August 1975

Suggested techniques for quantum adjustment in a round-robin scheduler in response to changing loads may not perform correctly in certain situations. These situations are identified and a method is proposed to handle them. The performance of the proposed algorithm is compared to known strategies through simulation.

2 Exploiting model independence for parallel PCS network simulation 100%

Azzedine Boukerche , Sajal K. Das , Alessandro Fabbri , Oktay Yildiz

Proceedings of the thirteenth workshop on Parallel and distributed simulation May 1999

3 Generalized coupling as a way to improve the convergence in 100%

relaxation-based solvers

V. Dmitriev-Zdorov

Proceedings of the conference with EURO-VHDL'96 and exhibition on European Design Automation September 1996

4 A comparative study of parallel and sequential priority queue 100%

algorithms

Robert Rönngren , Rassul Ayani

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ACM Transactions on Modeling and Computer Simulation (TOMACS)

April 1997

Volume 7 Issue 2

Priority queues are used in many applications including real-time systems, operating systems, and simulations. Their implementation may have a profound effect on the performance of such applications. In this article, we study the performance of well-known sequential priority queue implementations and the recently proposed parallel access priority queues. To accurately assess the performance of a priority queue, the performance measurement methodology must be appropriate. We use the Classic ...

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1 Statistical analysis of discrete-—event simulations 100%
Michael A. Crane , Donald L. Iglehart
Proceedings of the 7th conference on Winter simulation - Volume 2
January 1974
This paper surveys past and ongoing work by the authors in statistical analysis of simulations. An earlier developed technique for analyzing simulations of GI/G/S queues and Markov chains is shown to apply to discrete-event simulations which can be modeled as regenerative processes. It is possible to address questions of simulation run duration and of starting and stopping simulations because of the existence of a random grouping of observations which produces independent identically distri ...

2 Cache hit ratios with geometric task switch intervals 100%
 Ilkka J. Haikala
The 11th annual international symposium on Computer architecture
January 1984
A simple Markov chain model is used to estimate the effect of the cache flushes. The model assumes LRU stack model of program behaviour and geometrically distributed lengths of task switch intervals. Given the LRU stack depth distribution, one may easily compute estimates of miss ratios for caches of all sizes with any desired average task switch interval. The model is validated with three reference strings recorded from simulations of large B7800

Extended Algol programs. The estimates obta ...

3 An inventory management simulation game 100%

 Janet L. Showers

Proceedings of the 9th conference on Winter simulation - Volume 1
December 1977

The inventory management simulation is a multiechelon, multiproduct computer simulation of the Bell System inventory loop which can be controlled over a series of time periods. In the simulation the inventories, material flows, and accounting procedures of the inventory system are modeled in detail. The simulation was designed as a tool for teaching and illustrating inventory management concepts. Each period decisions must be made to control the flow of items throughout the loop. At the end ...

4 Variance reduction techniques for simulating Markov chains 100%

 Philip Heidelberger

Proceedings of the 9th conference on Winter simulation - Volume 1
December 1977

Simulators frequently wish to estimate parameters of the limiting distribution of stable stochastic processes. Several new methods for reducing the variance of such estimates will be proposed and discussed. The methods are applicable to regenerative Markov processes in both discrete and continuous time as well as to semi-Markov processes. The methods are similar to the technique of multiple control variables yet differ in the important respect that it is not necessary to calculate the means ...

5 Introduction to simulation languages 100%

 Robert E. Shannon

Proceedings of the 9th conference on Winter simulation - Volume 1
December 1977

Early effort in a simulation study is concerned with defining the system to be modeled and describing it in terms of logic flow diagrams and functional relationships. But eventually one is faced with the problem of describing the model in a language acceptable to the computer to be used. Most digital computers operate in a binary method of data representation, or in some multiple of binary such as octal or hexadecimal. Since these are awkward languages for users to communicate with, program ...

6 Statistical analysis of simulation output data 100%

 Robert G. Sargent

Proceedings of the fourth symposium on Simulation of computer systems August 1976

This paper is a tutorial paper on how to obtain point estimates and confidence intervals of steady state means of simulation output data. The methods of using replications, batch means, and regenerative cycles for obtaining these point and interval estimates are discussed in detail and are applied to a simple time-shared computer model to illustrate their use. A brief discussion is included on using time series methods to obtain these estimates. The advantages and disadvantages of the vario ...

7 A simulation approach to the design of dynamic feedback scheduling algorithms for time-shared computer systems Madeline J. Bauer Proceedings of the 1974 symposium on Simulation of computer systems June 1974

The goal of a scheduling algorithm for a time-shared computer system is to provide acceptable request response time and resource utilization through effective resource allocation. In order to do this, it is necessary for the algorithm to be capable of adjusting itself to handle the various situations, precipitated by the set of active user requests and the computing system's status, which may occur. An effort is now underway to design the structural framework of a scheduling algorithm which ...

8 Statistical instrumentation of ECSS models Robert S. Feingold , Yen W. Chao Proceedings of the 1974 symposium on Simulation of computer systems June 1974

ECSS, the Extendable Computer System Simulator, is a preliminary language developed by the Rand Corporation for NASA (National Aeronautics and Space Administration) with continuing work sponsored by the Air Force under Project RAND. As a superset language of SIMSCRIPT II, ECSS offers a powerful English-like syntax for describing computer hardware characteristics and the operations performed by software work-loads. In its present stage of development, ECSS does not contain statist ...

9 Trace driven analysis of a batch processing system C. C. Gotlieb , J. K. Metzger Proceedings of the 1973 symposium on Simulation of computer systems June 1973

A trace-driven model was used to study a simple processing system which receives batches of jobs from a number of remote terminals. Analysis indicated that the elimination of batching would not harm performance, and that the replacement of the current FIFO job selection rule by more sophisticated ones would lead to improved

performance. The development of the model is discussed in some detail. The trace modelling approach avoided much of the statistical analysis needed for traditional simul ...

10 The direct simulation method - an alternative to the Monte Carlo 100%

 method

Dietrich Fischer

Proceedings of the fourth annual conference on Applications of simulation December 1970

A major problem in system simulation is the handling of random phenomena. The Monte Carlo method, which is usually applied for this purpose, is known to converge rather slowly. A different method is presented here which deals directly with probability distributions instead of random samples. Arithmetic operations on sampled values of random variables are replaced by transformations of their distributions. The main advantage of this method is that it is arbitrarily precise. Theref ...

11 FDIC Bank Management Simulation 100%

 Kalman J. Cohen , J. Timothy Heames

Proceedings of the twenty second national conference January 1967

The following paper describes research that the authors are currently conducting in the development of a large, complex bank management simulation. The simulation, to be called the FDIC Bank Management Simulation, will be a computer model of commercial banks competing against one another and other financial institutions in the economic marketplace.

12 Application of run time control to a multi-objective, user oriented 100%

 simulation system

David Roggendorff , Dale Rowe

Proceedings of the 11th conference on Winter simulation - Volume 2 December 1979

The application of simulation as a system analysis tool is growing. One reason for this growth is that user-oriented simulation systems are being developed so that end users can interface directly with simulation systems without support from simulation “experts.” Although this is a healthy trend, end users of simulations tend to accept the results of their simulations without regard to confidence levels, stability conditions, or steady state attainment. It is the authors' experi ...

13 Confidence intervals in discrete event simulation: A 100%

 state-of-the-art survey

Averill M. Law

Proceedings of the 76 Bicentennial conference on Winter simulation
December 1976

In this paper we give a brief non-mathematical description of the methods that can be used to construct a confidence interval for the steady-state mean of a stochastic process when the data are generated by computer simulation. We also give a list of references for each method.

14 Simulation analysis

100%

 W. David Kelton

Proceedings of the 15th conference on Winter simulation - Volume 1
December 1983

The use of a computer simulation model to learn about the system(s) under study must involve an analysis of the results from the simulation program itself. A classification of simulation types is given which provides a framework for a treatment of simulation analysis. A more detailed discussion of the most difficult class of simulation analysis is presented. Various goals of analyses are mentioned, together with a brief discussion of related topics.

15 Steady-state simulation of queueing processes: survey of

100%

 problems and solutions

Krzysztof Pawlikowski

ACM Computing Surveys (CSUR) June 1990

Volume 22 Issue 2

For years computer-based stochastic simulation has been a commonly used tool in the performance evaluation of various systems. Unfortunately, the results of simulation studies quite often have little credibility, since they are presented without regard to their random nature and the need for proper statistical analysis of simulation output data. This paper discusses the main factors that can affect the accuracy of stochastic simulations designed to give insight into the steady-st ...

16 Approximating response time distributions

100%

 K. E. E. Raatikainen

ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1989 ACM SIGMETRICS international conference on Measurement and modeling of computer systems April 1989

Volume 17 Issue 1

The response time is the most visible performance index to users of computer systems. End-users see individual response times, not the average. Therefore the distribution of response times is important in performance evaluation and capacity planning studies. However, the

analytic results cannot be obtained in practical cases. A new method is proposed to approximate the response-time distribution. Unlike the previous methods the proposed one takes into account the service-time distri ...

17 Efficient and realistic simulation of disk cache performance 100%

 John F. Cigas

Proceedings of the 21st annual symposium on Simulation January 1988

This paper describes an improved method for evaluating disk cache performance using trace driven simulation. This method differentiates between reads and writes in the trace data which results in higher miss ratios than when all traced events are treated alike. It allows for simulating various update policies and update intervals, physical blocks that are part of different files at different times, and the optimum replacement policy GOPT. These methods are applied to traces from a VAX 11/78 ...

18 Physical storage structures: Experiments with B-tree 100%

 reorganization

Ehud Gudes , Shalom Tsur

Proceedings of the 1980 ACM SIGMOD international conference on Management of data May 1980

B-trees are a commonly used data structure for indexed access to files and databases. Among the desirable properties of B-trees is the fact that they are dynamically rebalanced after each insertion and deletion operation and therefore need not be reorganized as other static access structures e.g., ISAM. Despite the fact that B-trees are dynamically balanced we demonstrate that operational conditions exist under which it pays off to explicitly reorganize B-trees. The rationale being that by expli ...

19 Applications and OS: GHT: a geographic hash table for 100%

 data-centric storage

Sylvia Ratnasamy , Brad Karp , Li Yin , Fang Yu , Deborah Estrin , Ramesh Govindan , Scott Shenker

Proceedings of the first ACM international workshop on Wireless sensor networks and applications September 2002

Making effective use of the vast amounts of data gathered by large-scale sensor networks will require scalable, self-organizing, and energy-efficient data dissemination algorithms. Previous work has identified data-centric routing as one such method. In an associated position paper [23], we argue that a companion method, data-centric storage (DCS), is also a useful approach. Under DCS, sensed data are stored at a node determined by the

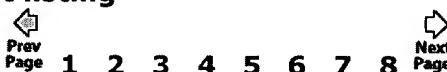
name associated with the sensed data. In this paper, we des ...

20 Analysis methodology: Resampling methods for input modeling 100%

 Russell R. Barton , Lee W. Schruben

Proceedings of the 33nd conference on Winter simulation December 2001

Stochastic simulation models are used to predict the behavior of real systems whose components have random variation. The simulation model generates artificial random quantities based on the nature of the random variation in the real system. Very often, the probability distributions occurring in the real system are unknown, and must be estimated using finite samples. This paper shows three methods for incorporating the error due to input distributions that are based on finite samples, when calcu ...

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21 Bandwidth reservation strategies for mobility support of wireless 100%

connections with QoS guarantees

Ruston Hutchens , Samar Singh

Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4

January 2002

Volume 24 Issue 1

This paper examines QoS guarantees for bandwidth in mobile wireless networks, with a focus on reducing dropped connections on handoff. We can achieve this by reserving bandwidth for connections that might move into a cell from a neighbouring one. We develop a novel framework for analysing issues relevant to handoff. The principal novelty of this framework is the use of an arbitrary planar graph (network) to model the adjacency relationships of cells in the network. Mobility patterns of the mobil

...

22 Dynamic bandwidth allocation in a network 100%

K. Maly , C. Overstreet , X. Qiu , D. Tang

ACM SIGCOMM Computer Communication Review , Symposium proceedings on Communications architectures and protocols August 1988

Volume 18 Issue 4

Recently protocols have been introduced which enable us to integrate periodic traffic (voice or video) and aperiodic traffic (data) and to extend the size of local area networks without any loss in speed and capacity. One of these, the DRAMA protocol, is based on broadband technology and allows for dynamic allocation of bandwidth to clusters of nodes in the total network. In this paper we propose a distributed algorithm to allocate bandwidth in a fair manner, where we have ...

23 Protocols: Comparison of broadcasting techniques for mobile ad hoc networks 100%

Brad Williams , Tracy Camp

Proceedings of the third ACM international symposium on Mobile ad hoc networking & computing June 2002

Network wide broadcasting in Mobile Ad Hoc Networks provides important control and route establishment functionality for a number of unicast and multicast protocols. Considering its wide use as a building block for other network layer protocols, the MANET community needs to standardize a single methodology that efficiently delivers a packet from one node to all other network nodes. Despite a considerable number of proposed broadcasting schemes, no comprehensive comparative analysis has been prev ...

24 Network tomography on general topologies 100%

Tian Bu , Nick Duffield , Francesco Lo Presti , Don Towsley

ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems June 2002

Volume 30 Issue 1

In this paper we consider the problem of inferring link-level loss rates from end-to-end multicast measurements taken from a collection of trees. We give conditions under which loss rates are identifiable on a specified set of links. Two algorithms are presented to perform the link-level inferences for those links on which losses can be identified. One, the *minimum variance weighted average (MVWA) algorithm* treats the trees separately and then averages the results. The second, based on

25 Construction engineering and project management: Construction engineering III: object-oriented technology for enhancing activity-based modeling functionality 100%

Jonathan Jingsheng Shi

Proceedings of the 32nd conference on Winter simulation December 2000

Computer simulation is a powerful tool for analyzing and optimizing

real-world systems with a wide range of successful applications. However, construction engineers have difficulty in mastering such techniques, particularly in modeling a construction process because existing simulation modeling methods require the user to manipulate many modeling elements in order to construct a simulation model for the process. The activity-based construction (ABC) modeling method provides an easy-to-use approach ...

26 Agent-based modeling and simulation: Using agent-based 100%

 modeling to capture airpower strategic effects

Richard K. Bullock , Gregory A. McIntyre , Raymond R. Hill

Proceedings of the 32nd conference on Winter simulation December 2000

Airpower's strength lies in quickly striking the enemy directly where they are vulnerable while being unhampered by geography and surface forces. Airpower theory suggests the effects of these strikes propagate throughout an opponent's military system yielding catastrophic output or strategic effects. Despite this theory being a cornerstone of US Air Force doctrine, current Air Force models do not seem to capture airpower's inherent strength. Since these models are used to support budgetary decisions ...

27 Simulation education: Tools for teaching simulation: integrating 100%

 modelling and data analysis in teaching discrete event simulation

Krzysztof Pawlikowski , Wolfgang Kreutzer

Proceedings of the 32nd conference on Winter simulation December 2000

The growing popularity of stochastic discrete event simulation in areas such as telecommunication, combined with much marketing hype about ease of use, has coaxed some practitioners into a misguided belief that choosing prefabricated components from libraries and configuring them into a model by pointing and clicking is all that is needed. While neglect of statistical aspects of simulation has already led to some highly problematic published results, this erroneous assumption must also be guarded ...

28 Semiconductor manufacturing: Understanding the impact of 100%

 equipment and process changes with a heterogeneous semiconductor manufacturing simulation environment

Jeffrey W. Herrmann , Brian F. Conaghan , Laurent Henn-Lecordier , Praveen Mellacheruvu , Manh-Quan Nguyen , Gary W. Rubloff , Rock Z. Shi

Proceedings of the 32nd conference on Winter simulation December 2000

Simulation models are useful to predict and understand the impact

of changes to a manufacturing system. Typical factory simulation models include the parts being manufactured in the factory and the people and resources processing and handling the parts. However, these models do not include equipment or process details, which can affect operational performance such as cycle time and inventory. Separate models are used to evaluate processes and equipment. Thus, it is difficult to evaluate the oper ...

29 Analysis methodology I: Experimental performance evaluation of 100%

- 1 batch means procedures for simulation output analysis

Natalie M. Steiger , James R. Wilson

Proceedings of the 32nd conference on Winter simulation December 2000

We summarize the results of an extensive experimental performance evaluation of selected batch means procedures for building a confidence interval for a steady-state expected simulation response. We compare the performance of the well-known ABATCH and LBATCH procedures versus ASAP, a recently proposed variant of the method of nonoverlapping batch means (NOBM) that operates as follows: the batch size is progressively increased until either (a) the batch means pass the von Neumann test for indepen

...

30 Analysis methodology I: Batching methods for simulation output 100%

- 1 analysis: a stopping procedure based on phi-mixing conditions

E. Jack Chen , W. David Kelton

Proceedings of the 32nd conference on Winter simulation December 2000

The use of batch means is a well-known technique for estimating the variance of mean point estimators computed from a simulation experiment. This paper discusses implementation of a sequential procedure to determine the batch size for constructing confidence intervals for a simulation estimator of the steady-state mean of a stochastic process. Our *quasi-independent* (QI) procedure increases the batch size progressively until a certain number of essentially i.i.d. samples are obtained. We s ...

31 Analysis methodology I: Integrating optimization and simulation: 100%

- 1 research and practice

Michael C. Fu , Sigrún Andradóttir , John S. Carson , Fred Glover , Charles R. Harrell , Yu-Chi Ho , James P. Kelly , Stephen M. Robinson
Proceedings of the 32nd conference on Winter simulation December 2000

The integration of optimization and simulation has become nearly ubiquitous in practice, as most discrete-event simulation packages

now include some type of optimization routine. This panel session's objective was to explore the present state of the art in simulation optimization, prevailing issues for researchers, and future prospects for the field. The composition of the panel included views from both simulation software developers and academic researchers. This Proceedings paper begins with a ...

32 Advanced tutorials: Output analysis: output analysis for simulations 100%

simulations

Christos Alexopoulos , Andrew F. Seila

Proceedings of the 32nd conference on Winter simulation December 2000

This paper reviews statistical methods for analyzing output data from computer simulations of single systems. In particular, it focuses on the estimation of steady-state system parameters. The estimation techniques include the replication/deletion approach, the regenerative method, the batch means method, and the standardized time series method.

33 Introductory tutorials: Output analysis: output analysis procedures for computer simulations 100%

procedures for computer simulations

David Goldsman , Gamze Tokol

Proceedings of the 32nd conference on Winter simulation December 2000

This paper concerns the statistical analysis of output from discrete-event computer simulations. In particular, we discuss problems involving terminating simulations, the initialization of simulations, steady-state point and confidence interval estimation for various system parameters, and comparison among competing system designs.

34 Transaction papers: Traffic equivalence and substitution in a multiplexer with applications to dynamic available capacity estimation 100%

multiplexer with applications to dynamic available capacity estimation

Costas A. Courcoubetis , Antonis Dimakis , George D. Stamoulis

IEEE/ACM Transactions on Networking (TON) April 2002

Volume 10 Issue 2

For a multiplexer fed by a large number of sources, we derive conditions under which a given subset of the sources can be substituted for a single source while preserving the buffer overflow probability and the dominant timescales of buffer overflows. This notion of traffic equivalence is stronger than simple effective bandwidth equality and depends on the multiplexing context. We propose several applications of the above traffic substitution conditions. First, we show that fractional Brownian m ...

35 A prioritized real-time wireless call degradation framework for 100%
optimal call mix selection

Gergely V. Záruba , Imrich Chlamtac , Sajal K. Das
Mobile Networks and Applications April 2002

Volume 7 Issue 2

This paper describes a framework for selecting the optimal call mix to be admitted while employing a bandwidth degradation policy in a wireless cellular network. The optimal property is achieved by maximizing the revenue generated by different calls in a cell for the service provider. By *degradation*, we mean that: (1) some channels can be taken away from ongoing calls that are assigned multiple channels, and/or (2) newly admitted calls that require multiple channels get fewer than what th ...

36 SWiMNet: a scalable parallel simulation testbed for wireless and 100%
mobile networks

Azzedine Boukerche , Sajal K. Das , Alessandro Fabbri
Wireless Networks September 2001

Volume 7 Issue 5

We present a framework, called SWiMNet, for parallel simulation of wireless and mobile PCS networks, which allows realistic and detailed modeling of mobility, call traffic, and PCS network deployment. SWiMNet is based upon event precomputation and a combination of optimistic and conservative synchronization mechanisms. Event precomputation is the result of model independence within the global PCS network. Low percentage of blocked calls typical for PCS networks is exploited in the channel alloca ...

37 Flooding for reliable multicast in multi-hop ad hoc networks 100%
Katia Obraczka , Kumar Viswanath , Gene Tsudik

Wireless Networks November 2001

Volume 7 Issue 6

Ad hoc networks are gaining popularity as a result of advances in smaller, more versatile and powerful mobile computing devices. The distinguishing feature of these networks is the universal mobility of all hosts. This requires re-engineering of basic network services including reliable multicast communication. This paper considers the special case of highly mobile fast-moving ad hoc networks and argues that, for such networks, traditional multicast approaches are not appropriate. Flooding is su ...

38 Special Session on Design Paradigms: The standard SpecC 100%
language

Masahiro Fujita , Hiroshi Nakamura
Proceedings of the international symposium on Systems synthesis -
Volume 14 September 2001

This paper introduces SpecC language, a system level description language based on C, and its consortium, SpecC Technology Open Consortium (STOC). Currently SpecC language version 1.0 is publicly available. SpecC technology covers SpecC-based design "methodology" as well as SpecC language itself. In this paper not only SpecC language but also SpecC-based design methodology are briefly discussed. The SpecC language specification working group (LSWG) under STOC is discussing on SpecC version 2.0. ...

39 Data cashing in IR systems

100%

 P. Simpson , R. Alonso

Proceedings of the 10th annual international ACM SIGIR conference on Research and development in information retrieval November 1987

Information retrieval (IR) systems provide individual remote access to centrally managed data. The current proliferation of personal computer systems, as well as advances in storage and communication technology, have created new possibilities for designing information systems which are easily accessible, economical, and responsive to user needs. This paper outlines methods of integrating personal computers (PCs) into large information systems, with emphasis on effective use of the storage a ...

40 FastSlim: prefetch-sfe trace reduction for I/O cache simulation

100%

 Wei Jin , Xiaobai Sun , Jeffrey S. Chase

ACM Transactions on Modeling and Computer Simulation (TOMACS)
April 2001

Volume 11 Issue 2

Trace-driven simulation is a valuable tool for evaluating I/O systems. This article presents a new algorithm, called FASTSLIM, that reduces the size of I/O traces and improves simulation performance without compromising simulation accuracy. FASTSLIM is more general than existing trace reduction algorithms in two ways. First, it is prefetch-safe: traces reduced by FASTSLIM yield provably exact simulations of I/O systems that use prefetching, a key technique for improving I/O perfo ...

Results 21 - 40 of 144

short listing



Prev
Page

1 2 3 4 5 6 7 8



Next
Page

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